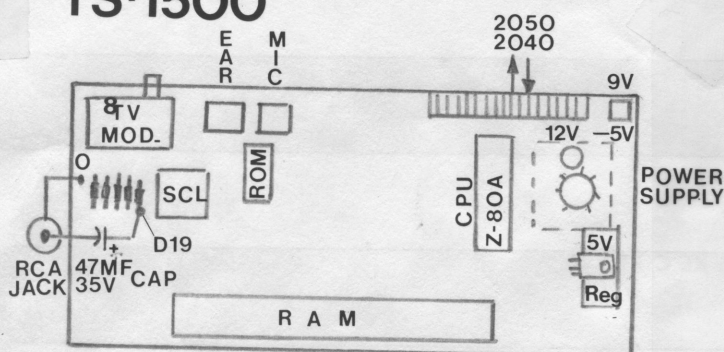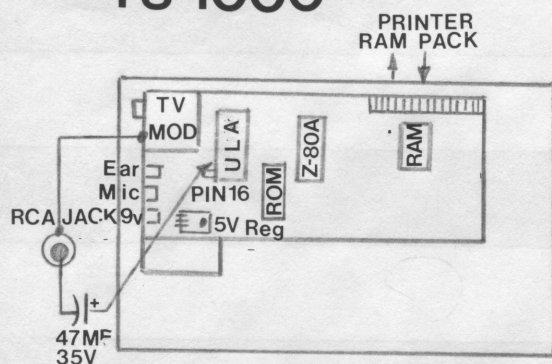Here is a layout gude for the 1500 and 1000. If you would like to add a jack to your computer to get a monitor output, it is very simple! In the case of the 1000, simply solder a 47 MF cap rated at least 16 volt (+ side) to pin 16 of the ULA chip. The other side of the cap (- side) goes to the center of an RCA jack. The sleeve of the jack goes to metal can of the modulator. In the case of the 1500, instead of connecting to the ULA chip, you connect to the lower side of D-19. (it's marked on the board) The other connections are the same. The 1000/1500 actually has a cleaner vidio than the 2068! It is also fairly easy to convert your B & W TV to a monitor. You should use a TV that is isolated from the AC line. Almost all portable or 12 volt models will work. If you want to do this, give me a call for more details.

You may also want to install a Reset switch. If so, refer to the April RAMTOP. DON'T ATTEMPT THIS UNLESS YOU HAVE A BIT OF ELECTRICAL KNOWLEDGE! THIS IS ALSO, AT YOUR OWN RISK!

TS·1500

TS·1000

SPECTRUM CALLS AND POKES

Here are a selection of POKEs and ROM calls for the Spectrum that produce some interesting effects without upsetting the machine.

Justin Moffitt

POKE 23756,0	Makes first line line 0
POKE 23756,1	Makes line 0 line 1
POKE 23609,25	Makes keyboard bleep
POKE 23609,0	Makes keyboard silent
POKE 23658,8	Turns CAPS LOCK on
POKE 23658,0	Turns CAPS LOCK off
POKE 23755,100	Disables list command
POKE 23755,0	Re-enables list command
1 POKE 23659,0	Makes 24-line screen
9999 POKE 23659,2	Makes 22-line screen again
POKE 23736,181	Stops the START TAPE prompt

POKE 23692,255	Stops the SCROLL ? prompt
POKE 23613,0	Disables BREAK key, so when it is pressed the program hangs up
POKE 23613,PEEK(23730)-5	Disables BREAK completely
LET t=USR 3582	Scrolls screen one line
LET t=USR 4757	Prints the Sinclair prompt, but does not clear the RAM
LET t=USR 3213	Stops and asks, SCROLL ?
LET t=65536-USR 7962	Prints free memory in bytes
LET t=USR 3583	Scrolls bottom half of screen one line
LET t=USR 3652	Clears top half of screen
LET t=USR 3330	Scrolls whole page to top line, must be followed by CLS
POKE 23617,236	Changes cursor to ?
OUT 10,colour	Changes BORDER colour to f, and gives a CLICK, useful for routine when a game has been won
POKE 23617,14	Changes cursor to _
LET t=USR 1331	Gives special border effect in magenta and blue
LET t=USR 1290	Gives special border effect in blue and red
LET t=USR 1269	Gives special border effect with special sounds
LET t=USR 1251	Gives border effect in green and magenta
LET t=USR 1551	Gives a list of programs on tape
LET t=USR 1248	Gives border effect in white and black
LET t=USR 1333	Gives border effect in cyan and blue
LET t=USR 1327	Gives border effect in white and blue
LET t=USR 1267	Gives border effect in blue and yellow
LET time=(65536*PEEK 23674+256*PEEK 23673+PEEK 23672)/60 **for US**	Gives time in seconds since the computer was turned on, and only resets every four days

Using the 'border effects'
The border effects give the effect of the save bars in different colours. They only stop after SPACE has been pressed, but some contain a delay loop as well.
For example:
10 PAPER 1:INK 7:LET t=USR 1333:CLS
15 REM rest of program